



SUMMER 2019

CONTENTS

Origin of the Game	3
First Edition	3
Isho	4
Intelligent Races	4
The World	4
The Boxed Set (2nd Edition) ..	5
Chessex Edition (3rd Edition) ..	7
Supplements	8
Fanzines	11
Gomo Guide: Thoneport	13
Sholari v2n1	14
Segment: Sho-Caudal	15

Keep Watching for
Segment: Sho-Caudal #13
Gomo Guide: Tan Iricid
Children of Bomoveris

GETTING INTO SKYREALMS OF JORUNE

The Classic Role Playing Game
An Old School RPG for Pencils, Paper, and Dice



Leave Your World Behind. Again.

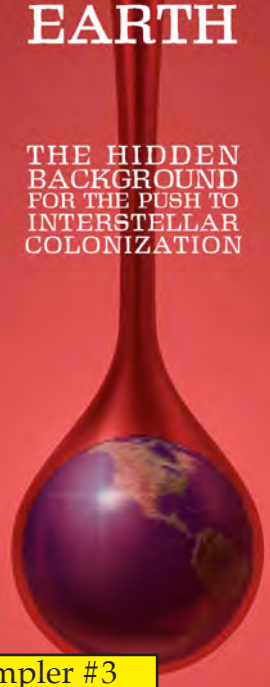
SEGMENT: SHO CAUDAL 12

CONTENT

- Forward Into the Past2
- Colonization as Time Travel3
- Planck Space4
- The Colonial Ballot9
- Kajida Jorune's Report13
- Oposing Viewpoints14
- First Colonial Reports16
- Colonial Flight

THE BLOOD OF EARTH

THE HIDDEN
BACKGROUND
FOR THE PUSH TO
INTERSTELLAR
COLONIZATION



Download Sampler #3
58 Pages

There are two other general "Introduction to Jorune" PDF files available through archive.org. Search for "SOJ RPG."



I am winding down on my involvement with Jorune. There are a couple of people who claim to have new projects that might lead Jorune to a new audience, but I can't be responsible for a whole planet with over 800,000,000 million residents, and some indication there will major changes on this planet in the next generation.

But I still love the world. I want to present work by other authors. Sholari James withdrew from a plan to re-present his massive volume of Jorune development. I wonder about Ray Gilliam and Kym Paugh, the editors of **BORKELBY'S FOLLY** and **DANSTEAD TRAVELLER**. Ray's email now bounces and my last word from Kym was she was facing her own health dramas. I just don't know.

But if I am unable to confirm their agreement to my representation of their fanzines, I still need to wind down. **GOMO GUIDE: TAN IRICID**. I hope so. There has been a lot of work done for it. **CHILDREN OF BOMOVERS?** Probably.

Beyond that — not in this life. Unless I get about \$300 coming in through the Patreon page I will set up for my various channels of output. Jorune. Self education. 12-Step Recovery. Propaganda Education. Slavery. Old time Radio. I still function on a multitasking model. A big bag of money delivered anonymously would be nice, too.

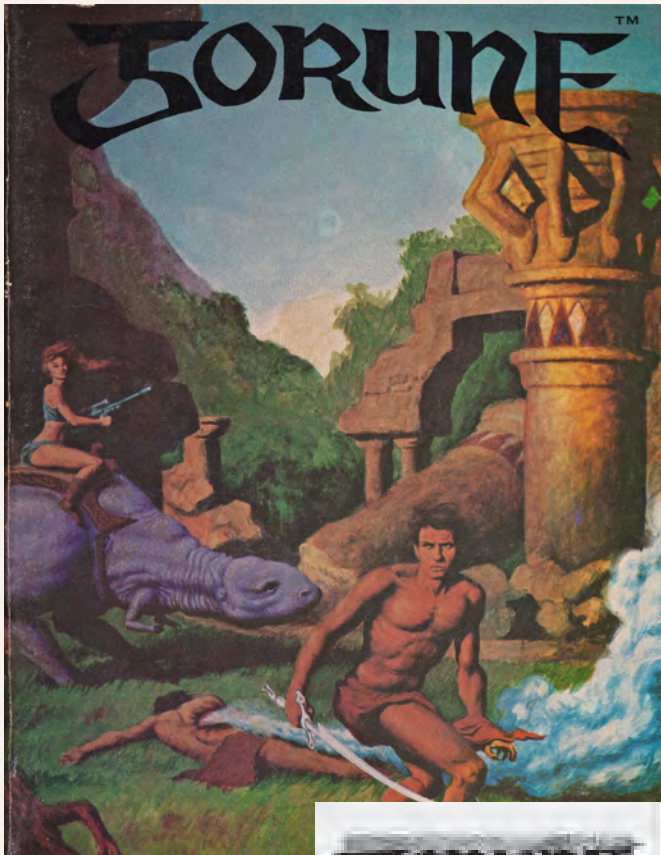
But Jorune - I'm going away.

And, thanks for all the fish.

What is Availablef

Two times before a Sampler of the Return to Jorune project SEGMENT: SHO-CAUDAL PDF newsletter. This is a more general introduction to present the game, the official canon, the fanzines, and the Return to Jorune line.

It is released to coincide with the release of SEGMENT: SHO-CAUDAL #12, the last of the originally stated goal issues, but even as I type a #13 is in the works, containing what it was always supposed to have been - extracts from over 25 years of notes and sketches for Jorune.



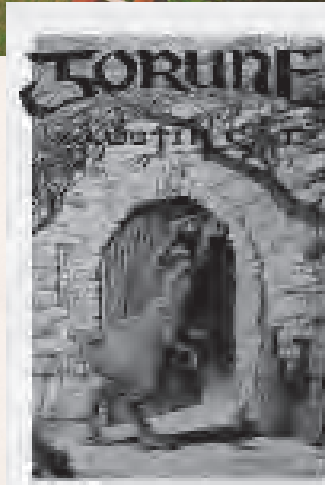
Jorune FIRST EDITION

Cover art by Miles Teves

Lair of the Maustin Caji

The only First Edition supplement.

These books can be downloaded through archive.org



The Origin of the Game

First Edition

What began as a high-school English class assignment evolved into an original setting for a science fiction role playing game by two teenagers in Fresno, California.

Andrew Leker, who was the original author, and his buddy Miles Teves, the artist who would later blossom into a major talent in Hollywood, built their game world on the features they liked the most in TSR's first science fiction setting, METAMORPHOSIS: ALPHA. They did not copy that world, but brought new ideas to the concept of a "lost colony" where heritage of Earth was lost with hundreds of years of time between the last contact with the homeworld and the start of the game for players.

As an exercise in "kitchen table publishing" they boys used the first version of PageMaker on a PC to use the new technology of Desktop Publishing bring their book to press. Now extremely rare, the first appearance of the world was different from what would become the world of Isho as it became known.

Only one supplement was issued for the first edition - LAIR OF THE MASTIN CAJI, which became the foundation for the computer game version of the world, ALIEN LOGIC

◆◆◆

INTRODUCTION TO SKYREALMS OF JORUNE

Isho - That Which Is Unique

SKYREALMS, INC.

"Isho" is the natural energy generated within the moving silcon matrix that is the world. We call the planet Jorune, but the races living there when we arrived call it "Sho-Caudal," which is a reference to the Isho flow around and within living creatures of the world.



Intelligent Races of the New World

ORIGINAL RACES

Cleash - Viscious insectoid species. Creates egg/weapons.

Corastin - Tall reptilian race.

Croid - Barely intelligent reptilian race.

Human - Standard Earth human. You are one.

Ramian - Tall, blue species, warlike. Cannot use Isho.

Scaramis - Insectoid servant species to the Cleash.

Shantha - The native race to Jorune, weilders of Isho.

Thriddle - A non-native archivist species. Some Isho.

ISCIN/ENGINEERED RACES

Blount - Engineered to carry reptilian traits.

Bronth - Engineered to carry ursine traits.

Crugar - Engineered to carry feline/cougar traits.

Cygra - Evolved from Crugar, less anti-social.

Tologra - Engineered to carry feline/lion traits

Woffen - Engineered to carry lupine traits.

MUTATIONS

Acubon - Aquatic human variant, fresh water.

Muadra - Small human variant, can manipulate Isho.

Boccord - Large human variant, some isho.

Trarch - Muscular human variant. No known isho.

Salu - Aquatic human variant, salt water.

Thivin - Small Ramian variant. No known Isho.

The World

In the beginning there was a world, imaged by scientiests, proven by technology, and surveyed by robots.

When it was deemed habitable, a corps of Colonials was dispatched to establish small cities and villages to host a larger population to arrive from the homeworld over the next two generations.

Buy this pioneering team discovered not only was there life on the new world, there was intelligent life. And it was composed of more than one intelligent race. From more than one biological system.

Humans negotiated eighty Colonial sites for the stream of immigrants to arrive, but when communication was suddenly lost with the home world, the hoomanzi did what humans have alway sdone. The started invading lands.

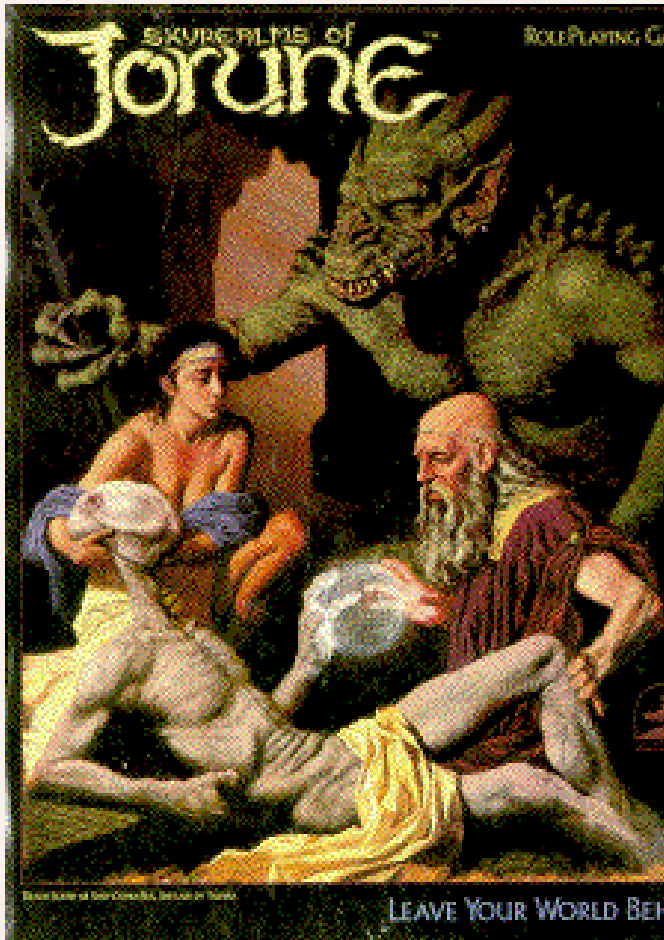
At that point they discovered the peaceful natives had a war technology from the mysterious "Isho," which had been used to expel alien invaders in the distant past. Human responded with a genetically targeted plague.

In a very short lived war Isho interacted with the Colonial's energy technologies for a much greater destructive power than either side expected. Almost all of the intelligent races were wiped out.

Almost.

Thirty five hundred years later, the races have climbed back to the level of city-states, some claiming heritage from the homeworld, Earth.

And this is where our story begins.



SECOND EDITION

Cover art by Miles Teves

This book can be downloaded through archive.org

The Boxed Set

First Edition

Andrew's older sister, Amy Leker, had experience in pre-press and the logistics of gamer material production. For the second edition she brought a design sense that set Skyrealms of Jorune ahead of the pack of burgeoning field of kitchen-table publishers. She chose a new and little used font (Albertus) to set the retro feel for headlines, and a fairly new font (Palatino) for a balanced typeface for the text.

It proved to be a pleasing and distinctive combination that still gives the sense of "feel" for the game, now titled "Skyrealms of Jorune." She designed a "telescoping" box that hearkened back to old days of graphic art, with a tasteful presentation of Miles' painted cover of the "Death Scene of Sho-Copra Tra" with his student, the Caji Gends.

Andrew expanded the original concept with an in-depth development of "Isho," the mystic energy of the world which, unlike "magic" from earlier games, retained definition and limitations of what Isho could do.

Miles honed his skills with a deep appreciation for more than simple imitation of the cartoonish illustration in most original role playing games. He used the labor intensive techniques of graphite shading to craft beautifully designed and shaded drawing to match the improved tone of the world setting.

INTRODUCTION TO SKYREALMS OF JORUNE

Isho was clarified as a natural resource, dividing in to seven colors, ruled by the seven moons of the planet the descendants of the Earth colonists called "Jorune," or named by the natives, "Sho-Caudal." The effects of isho were restricted to effecting physical objects, illumination, heat and cold, life force, gravity, neural effects, and the control of warps between mated locations between two locations on the planet.

The culture was clarified through on nation (among many) called Burdoth. A social structure where the better life of

Amy's beautiful box attract-ed people who had grown used to second rate, poorly printed books for dozens of new role playing settings. The booklets to define the game and the world were printed don a rich cream paper, with black-plus-one-color covers that made the game stand out against the dull, low concept competition of its day.

Inside the box the buyer was treated to:

The Sholari Guide - *a basic introduction for the Game Master (or Dungeon Master) with secrets of the world and how to run a Jorune adventure.*

The Tauther's Guide - *a unique guide to the world from the viewpoint of a young person who sought the signatures of sponsors within the citizen structure of the nation Burdoth. The booklet contained everything a person in that world would need to know to achieve the lofty status of "drenn," the nobility of this new world.*

The Player's Guide - *Everything a player needed to create a character in the unique world. It offered a four-page character sheet to detail their character's skills.*

Kolovisondra - *a full module to take new players onto one of the mysterious floating mountains that were the "Skyrealms" of the game. In the words of the new development, "Skyrelams are always worth the trouble."*

In addition to the four primary booklets there were four page character sheets to detail the new skin the player would wear as they walking the alien streets and jungles, plus two versions of a game system - one based in d100 (percentile) and another d20. As needed, two versions of errata corrected or expanded the original text.

The new version of the RPG became almost legendary with a fanatical fan base who seemed more in love with the world than the chances to play.

Live appearances by the game creators were regular features at local conventions and the annual trade convention "GenCon" near the Wisconsin home of TSR, who had started the whole role playing game industry with Dungeons and Dragons.

The pioneering independent gaming magazine WHITE WOLF opened its pages for a regular column, SEGMENT: JORUNE, which ran for several years. In this column the original creators and newcomers expanded the world further.

And a series of supplements were added to the Second Edition list:

Companion: Ardoth

Companion: Burdoth

Companion: Earth-Tec

And a few select titles that were only available during the creator's live appearances at Gencon:

Playing the Iscin Races

Shanthas of Jorune

The Second Edition Boxed set remains the preferred presentation of the game.

♦♦♦



THIRD EDITION

Cover art by Miles Teves

Interior art by Miles Teves, Alan Okimoto, David Ackerman, and several unidentified artists. Writing by Andrew Leker, Mark Wallace, and several additional authors.

This book is still available from Chessex, Inc.

The Chessex Edition

Third Edition

Several years after the last of the Second Edition supplements were sold at Gencon, a dedicated fan and contributing artist and author from the Second Edition, David Ackerman, put together a new all-in-one volume of Jorune for the well known dice and battle-mat manufacturer, Chessex.

But the dice company was not experienced in the requirement for producing game books. They were used to ordering a number of d10s, d12, d20s and other styles of dice with no more concern than the appearance of the plastic used and the quantity to be ordered.

David was pressured to put the book to bed with the printer and that undue pressure resulted in errors in the structure of the book. Some paragraphs were duplicated and other paragraphs went missing. Most telling, the Third Edition was originally published without instructions for generating a new character. Later copies had a single sheet to satisfy the player's desire to generate their own characters.

David moved into greener pasture with R. Talorian with their successful line of CyberPunk 2020 books and other games. He was replaced by Janice Sellers who oversaw several supplements for the third edition with art by George Barr and Janet Aulisio Dannheiser.

But the last of those supplements marked the end of Chessex's involvement with Jorune.

The 2nd and 3rd Edition Supplements

These books can be download through archive.org.



SECOND EDITION SUPPLEKMENT

Kolovisondra

ADVENTURE

This was included in the Boxed Set. Adventurers would get their chance to step foot on a “skyrealm” and discover why that was now the focus of the 2nd Edition game.

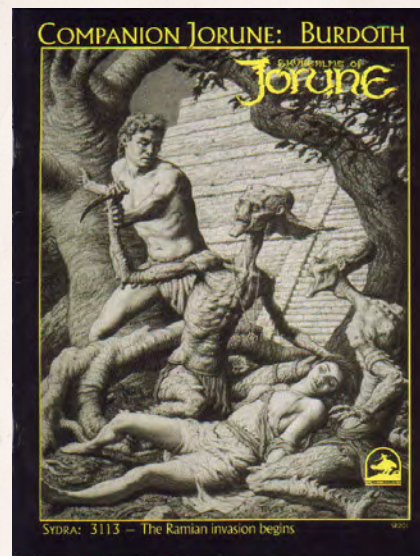


SECOND EDITION SUPPLEKMENT

Companion: Ardoth

RESOURCE

The first of the supplements and it still finds a soft spot in the heart of Jorunis arond the world. The capital city and it's neighboring districts, with details on the neighborhoods and the cultures that mix within the stratified society. Depth over scope.



SECOND EDITION SUPPLEKMENT

Companion: Burdoth

RESOURCE

The second of the supplements and it set the tone for exploring the nation with the game world creator's primary focus. this also contained the introduction to the other realms of Jorune beyond the domain of the Dharsage. Scope over depth.

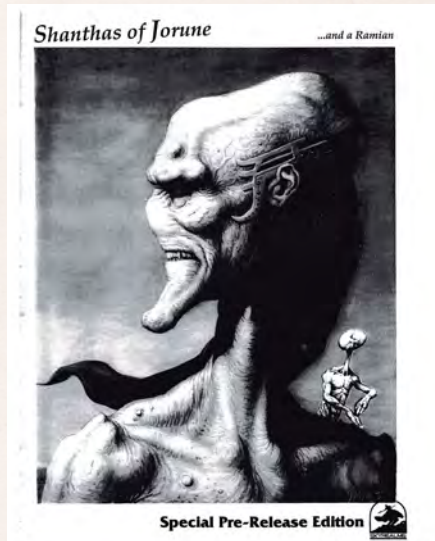
INTRODUCTION TO SKYREALMS OF JORUNE

In addition to the supplements show, Sky-realms Inc. also published COMPANION: EARTH-TEC, and PLAYING THE ISCIN RACES. EARTH-TEC had a red-on-black cover which is very difficult to scan for reproduction here. ISCIN RACES was a fan-driven expansion of Second edition Jorune, but the cover was re-use of the full

page illustration of the crugar from the boxed set.

Did you notice that the cover was a beautiful graphite drawing by Miles Teves? Of a Ramian? Don't worry, a shatha from a previous illustration is peeking around the corner of the Ramian's neck...

Oh well.

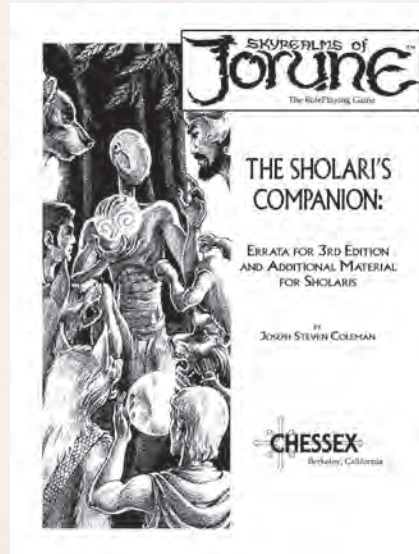


SECOND EDITION SUPPLEMENT

Shanthas of Jorune

RESOURCE

Everyone loves Miles Teves illustrations for Jorune. Did anyone notice that the cover of "Shanthas" is a Ramian? There is a little line drawing Shantha peeking around the corner. But it was the first chance for Jorunians to get more information on the natives of Sho-Caudal.

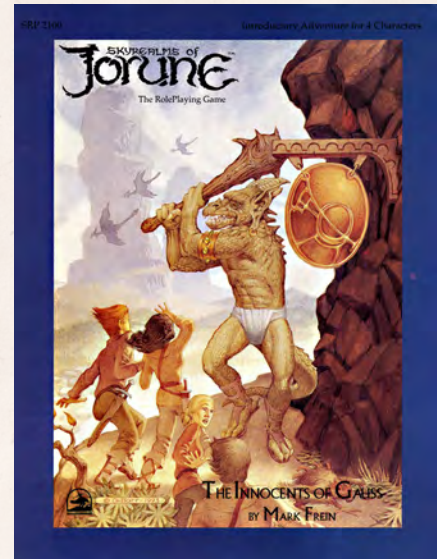


THIRD EDITION SUPPLEMENT

The Sholari's Companion

RESOURCE

To overcome the errors of a rushed production schedule in Third Edition, this offered details and expansion for new Sholaris to introduce their players to the first Colonial world. How to Generate a Character, Racial details, Creature details, Jorune calendar, and more.



THIRD EDITION SUPPLEMENT

The Innocents of Gauss

RESOURCE

The first adventure for Third Edition involved kidnapped children, which did not get good reception from some Jorunians. It also offered some expansion to for the Gauss Valley for Sholaris to use in their games.

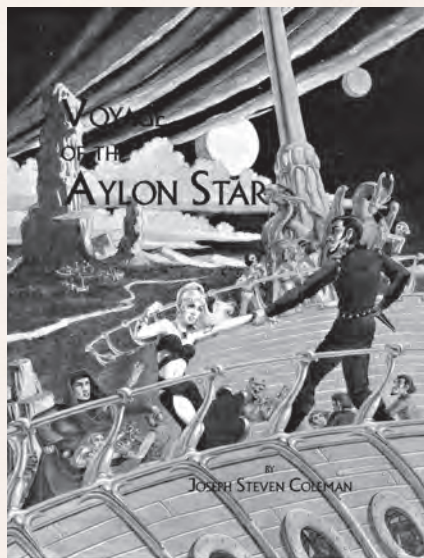
INTRODUCTION TO SKYREALMS OF JORUNE

Sobayid Atlas was my favorite of the Third Edition projects. Janice Sellers and I were flying, Janet Aulissio Dannheiser was my first choice for interior illos - didn't think we'd get her. And George Barr. Wow.

I was all excited by the words "A new Miles cover," but he had changed styles. Still, new Miles.

Gire of Sillipus was the last of the Chessex Products. Janice was out and the book was put out with the wrong map - and Chessex would not reprint.

On the map of Sally, look at the street names. The correct msaps is among the files available for free from archive.org.

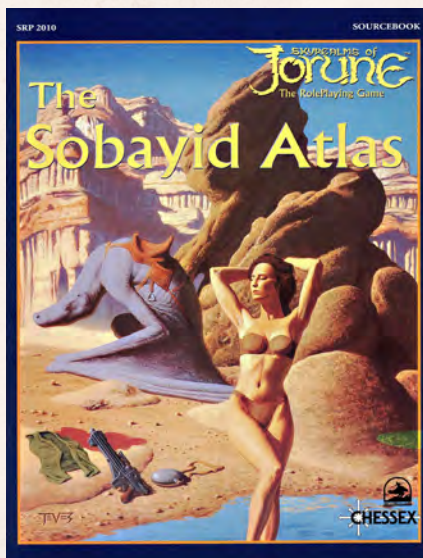


THIRD EDITION SUPPLEKMENT

Voyage of the Aylon Star

MODULE

The first expansion set outside the dominant Burdothian culture, this adventure offered the culture of Jasp with details on the styles and workings of the Isho-powered skyships. The adventure also takes players into the realms along the Aylon Star's regular route.

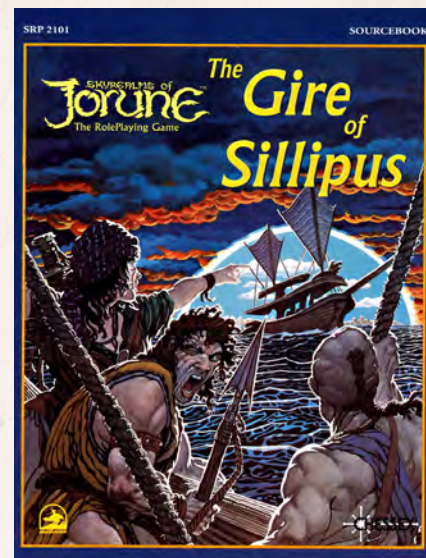


THIRD EDITION SUPPLEKMENT

The Sobayid Atlas

RESOURCE

Back to Burdoth with the most Earth-like of all the provinces and occupied territories of Burdoth. It was intended to be a familiar location to allow new players to enter the world and make an adventurous transition to the alien races and concepts of Jorune, like the Ishara, where Isho is studied.



THIRD EDITION SUPPLEKMENT

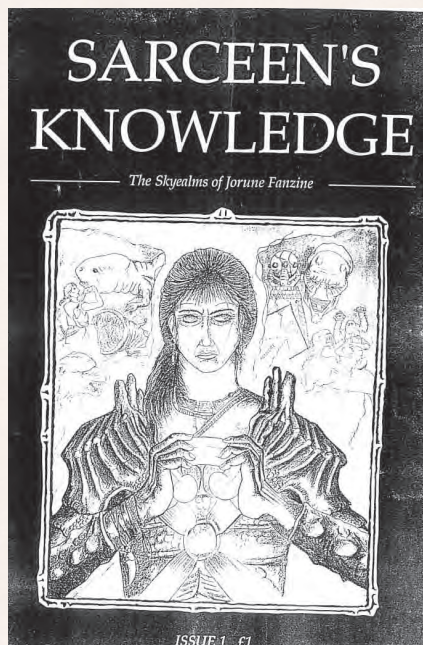
The Gire of Sillipus

RESOURCE AND MODULE

The last of the supplements. Adventure by Mark Frein and resource materials from Sho Copra Joe (writing as Joseph Steven coleman). This supplement is focused on the pirate realm of the gire on the island south of Burdoth. A corrected map is available at archive.org as part of the plentiful library in .zip files.

INTRODUCTION TO SKYREALMS OF JORUNE

THE PASSION OF THE FANS



SARCEEN'S KNOWLEDGE

Edited by Alex Blair

Cover art by Alex Blair

The Fanzines

Keeping Jorune Alive

Almost immediately after the appearance of the Second Edition boxed set, British fan Alex Blair offered the first known Jorune fanzine*, SARCEEN'S KNOWLEDGE. This was an A4 sized zine xeroxed and mailed for a modest fee before the Third Edition was even conceived.

A full copy of this zine is not available through any of the resources we use, but a partial scan is in the collection of Jorune material available at archive.org.

Sarceen offered a fresh input to the world of Skyrealms, with particular notice with the first appearance of Geoff Gray, who later would join Andrew Leker in California in an attempt to find some new projects. His work also appeared in SEGMENT: JORUNE in the early issues of WHITE WOLFE MAGAZINE and finally in SEGMENT: SHO-CAUDAL.

If you have a full copy you can scan and add to our publicly available copies, it would be much appreciated.

♦♦

SHOLARI MAGAZINE

Writing as Joseph Steven Coleman, I wrote some of the Chessex Third Edition supplements (maps and resource for INNOCENTS OF GAUSS, THE

SHOLARI COMPANION, VOYAGE OF THE AYLON STAR, THE SOBAYID ATLAS, and the resource materials for GIRE OF SILLIPUS) and wanted to keep going.

These fanzines can be downloaded from archive.org.

* An earlier zine is rumored to exist, SKYLARKING, but no copies have been seen by this author.



Sholar v1n1, Cover: Joe Adams



Sholar v1n2, Cover: Steve Devaney

INTRODUCTION TO SKYREALMS OF JORUNE

The result was SHOLARI MAGAZINE and it ran for three issues between 1994 and 1996. Through Sholari I encountered people like the Heridothians from Oxford University and the talents of their play-by-mail game where players did not play individuals, but did played city-states. Artist Steve Devaney supplied some interesting art almost from the beginning, and several new talents submitted illustrations for the Gallery pages.

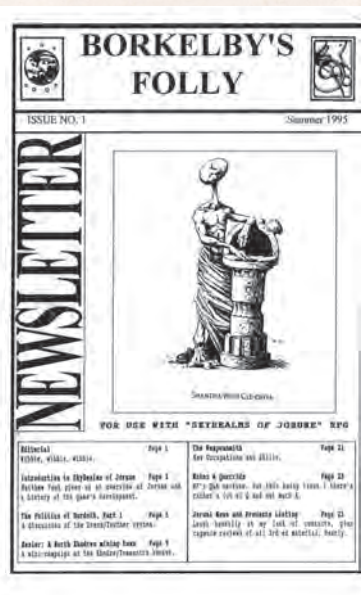
The zine was produced using "Docutech," a photocopy system that including collating and binding in one operation. The first two issues were "church bulletin" format (8.5x14 inch legal paper folded and gathered into the final magazine) with my art on the cover of issue one, and Steve Devaney's unique art on the front and back of the second issue. The third and final issue was US Letter (8.5 x 11 inch) format, with a cover from previously seen art by David Ackerman.

This magazine can be downloaded from archive.org.

BORKELBY'S FOLLY

Again it was a Brit that appeared with a new zine to feature. Ray Gillam brought out three issues with his own words and art, plus original material

from people like Matthew Pook, and more.



Ray presented a look at the game most often compared to Jorune for its original world and presentation - EMPIRE OF THE PETAL THRONE or TEKUMEL. Rather than a competition, Jorune tended to celebrate the alternative flavor of the game world Tekumel offered.

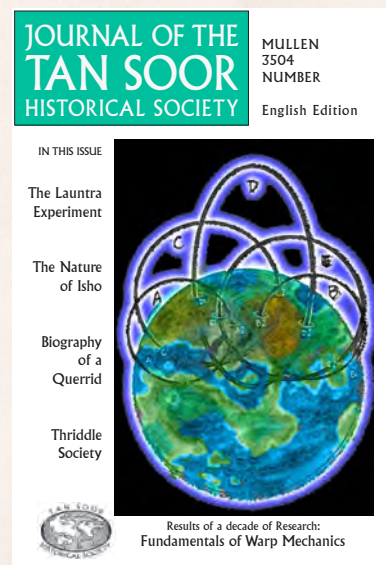
This magazine can be downloaded from archive.org.

DANSTEAD TRAVELER WEBZINE

As the age of the Internet dawned, Kym Paugh presented a different fan offering - a webzine called DANSTEAD TRAV-

ELLER. It was a guide for people who wanted to view their favorite game world as monied adventurers. There were shopping recommendations, expedition outfitting notes, warning for places to avoid, and even a recipe for yummy tarro.

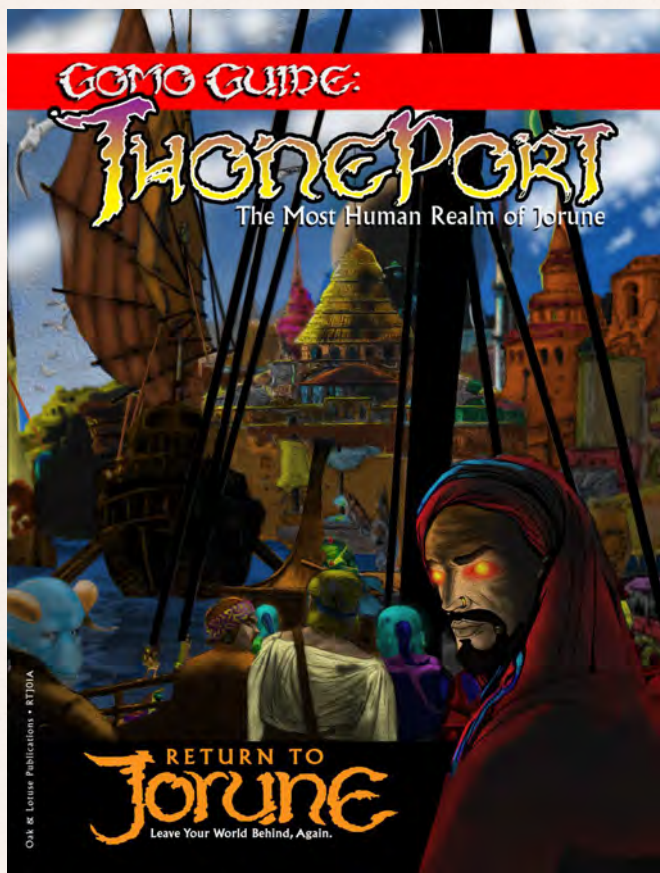
This zine ran for four issues and has been reduced to PDF version available through archive.org.



ANNALS OF THE TAN SOOR HISTORICAL SOCIETY

This was a one-shot, primarily to experiment with the new technology of Print on Demand.

This magazine can be downloaded from archive.org.



GOMO GUIDE: THONEPORT

Cover: Robert D. Smith

This book can be purchased through DriveThruRPG.com

GOMO GUIDE: THONEPORT
Original, disliked cover, now rare.



GOMO GUIDE: THONE- PORT

After a few years moribund, my personal interest in Jorune resurfaced in the form of a new project - Return To Jorune.,

I wanted to emulate the “traveller’s guide” feel of Borkelby’s Folly and used the Gomo Guide suggested years before by the game’s creator Andrew Leker.

Thoneport is the only district in the entire nation of Thantier where non-humans (the despised “thone”) can walk the streets without a human companion and may conduct business. This makes this particular neighborhood of the Thantierian capital of Thantis a thriving port and the source for intrigue dealing with the Seven Great Houses of Thantier, which claim heritage dating back to the first negotiations original Earth Colony.

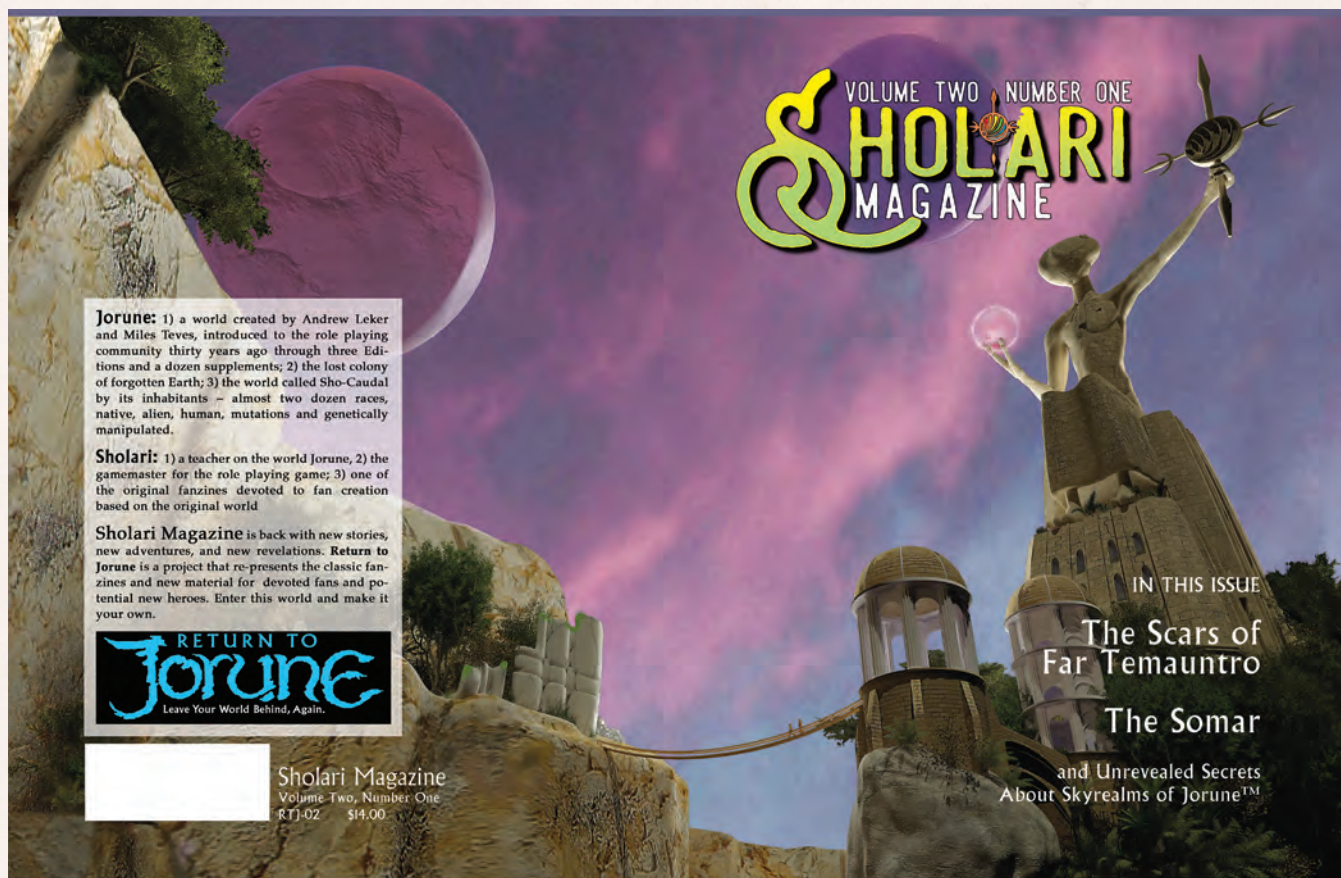
I did two releases. One was using re-purposed art from 19th Century sources, which was very poorly received. The second had original art, sometimes based on my re-purposed art, by Arizona artist Richard D. Smith, which found a much more receptive audience.

Return to Jorune got a page on Facebook and I used my existing print-on-demand company Oak & Lotus Publications to distribute the release.

This magazine can be purchased through from drivethruRPG.com.

♦♦

INTRODUCTION TO SKYREALMS OF JORUNE



SHOLARI

Volume 2, Number 1

The exceptional wrap-around 3d
Modeled cover is by Steve Devaney.

This book can be purchased as PDF
and/or hard copy through [drivethru-
RPG.com](http://drivethru-RPG.com)

THE RETURN TO JORUNE PROJECT

Sholari Magazine v2n1

In a failed attempt to revive the original SHOLARI fanzine, this issue was produced to finally reveal a long-held nugget of Jorune adventure material called "The Scars of Far Temauntro." It has the elements of exploration and details for a Sholari to use in a new game for a team of live players. Or just to expand knowledge of Jorune. I had been hinting at the Scar for almost twenty years, and had published a prequel to the Sholari Adventure Kit surrounding the "scar," in SHOLARI v1n2, "The Somar," which was re-presented in this issue.

INTRODUCTION TO SKYREALMS OF JORUNE



THE RETURN TO JORUNE PROJECT

Segment: Sho-Caudal

Partially as tribute to SEGMENT: JORUNE from WHITE WOLF MAGAZINE, an partially with frustration in my inability to get the DriveThruRPG system to accept my files for the cover of a couple of projects, I decided to do a direct to PDF email newsletter. I made the commitment to do at least 16 pages per issue for twelve issues and all twelve issues have been completed.

I'm happy to say that I exceeded my original goal (xx pages) with a total of xx pages in the twelve issues.

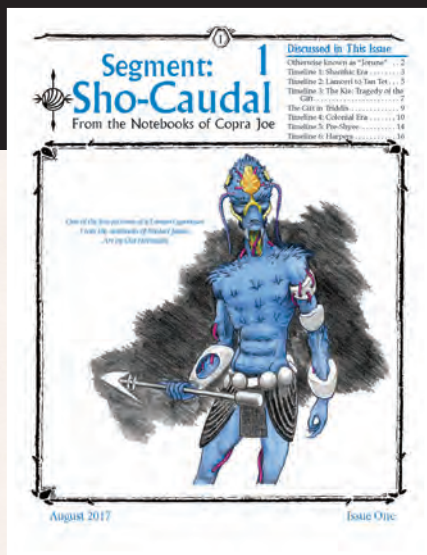
And a thirteenth issue will be released. If you buy the full set, you will also receive the 13th Issue.

You will have the option of buying a single copy for \$7, three at a small discount (\$18), six for \$35,

or nine for \$45. Tut the largest discount is the full 12-issue run of the zine for \$55. Preferred payment is through PayPal, but other ways are available if you do not have, or do not like, that payment system.

You can download a sampler to see if the content, with occasional typo to see if you like the material in the issues.

You may have a limited interest in the topics covered by the run of the newsletter, so you can look through the topics and contents of the issue to see where you might find expansion of your understanding of things Jorune. Look through the list to see what tickles your fancy.



ISSUE 1 Topic

The SSC Project started off with a more detailed examination of the timeline, giving special attention to the Human Shanthic War and the conflict between Karl Bomoveris and the founder of the races manipulated from Earth-based creatures, Theodor Iscin.

This covers the timeline from the weaving of the first dyshas by ancient Shantha, through the Lamorri Invasion and expulsion, the abandoned races from the withdrawal of the Lamorri, a previously unrevealed chapter in the history of the planet— the Gift, the arrival of the Humans, the Human Shanthic War, the Shyee, through the light of Than-tier and the Harpers who carried Human civilization to the outposts of the Colonials who remained.

17 Pages



ISSUE 2 Debt and Conversion

The Thriddle Debt - how the revelations of printing on the Hooman-zi home world opened the door to mass production of volumes from the Thriddle archives on Tan Iricid. Also, Thriddle Social Structure, The Nightmare of (RPG) Conversions for Jorune, What the Hell is ORFA? (One Roll Fits All, a game system that has been 25 years evolving), and Day War, an unpublished Jaron comedy based on a bloody sport competition played in three levels in a seven year championship where the goal is to steal the head of a Ramian and hold it high while your team sings. (No Ramian were harmed in the writing of *this* module.)

17 Pages



ISSUE 3 Notes for Writers

This issue offers resources and background for both Jorune specific stories and scenarios, and for writing in general. Includes the Here-tics of Jorune (and your invitation to join), Politi's 36 Plots, a graphic example of Epic structure and other tools to give you a better footing on your fiction structure and content. Also, The Myth of Fiction - how Thriddle completely misunderstand the concept of "fiction."

16 Pages

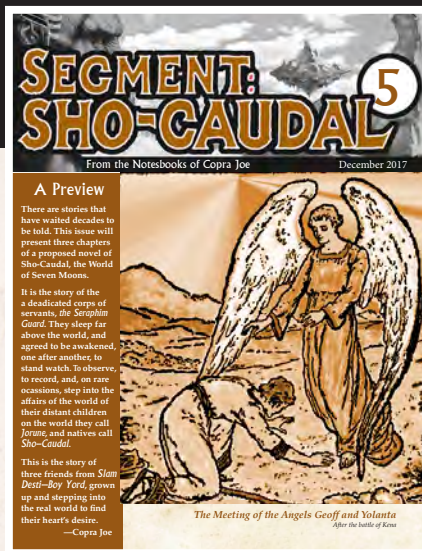


ISSUE 4

Mapping and Measurement

How big is the area on the map? While encouraging everyone to make Jorune their own, revelation of the vast ocean planet and how the map shown in the game book is barely one third of the world. Also, revelations on the measure of Jorune from 2nd Edition clues, plus Imaginary Landscapes and detailing Jorune for your vision and your team(s).

22 Pages



ISSUE 5

The Angel of Drail

The opening chapters for a Jorune novel, set south of Ponteer on the eastern coast of Drail, it is the story of the Angel Jolanta, and the lost Angel trying to find her.

It includes a chapter later in the lives of the characters introduced in Sholari Magazine #3, two decades before.

17 Pages



ISSUE 6

Warps and SAK

Clarification of Warp Mechanics updated from ANNALS OF THE TAN SOOR HISTORICAL SOCIETY, plus the beginning of the first SAK - Sholari Adventure Kit, with nuggets that will form the Red Gate adventure. This details the Mes Dig in the Suh'larvan swamps where the adventure begins, plus You Are Not Welcome in Drail, and the Blended Jorune Campaign - mixing Jorune with other RPG settings for adventures with the Colonial era and other tweaks to suit your group.

16 Pages



ISSUE 7

Isho and the Red Gate

Clarifications on Isho, including material revised from the article in ANNALS OF THE TAN SOOR HISTORICAL SOCIETY article with a new distribution of frequencies assigned by race, plus Lattice and Kolo Dissal for the Red Gate SAK, and a comparative timeline between Earth history (so far as we can know it) and Jorune from the first Shanthic peacetime unity.

17 Pages

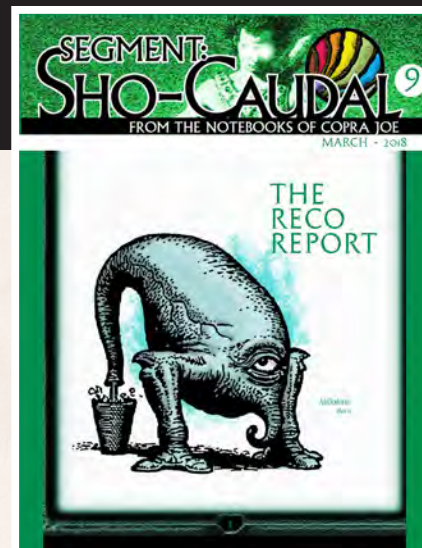


ISSUE 8

Sharden

Details on the forgotten land of Sharden, the Tologra and their life in the shadow of the Storm Wall. Also, the beginning of Other Artists of Jorune, recognizing the talents that followed the trail blazed by Miles Teves. This is the first article.

16 Pages



ISSUE 9

Reco Report

An additional life-form, artificially engineered, brought to Jorune. In addition to the intelligent races that evolved on Jorune, the unknown homeworlds of the Thriddle, Ramian, Corastin, Croid, Cleash, and Scarmis, Humans brought Bio-Tec, which in an engineered design system to create and reproduce Recos, Genons, and the ever useful Aubrey Stack. How to program a cork and other details on Bio-Tec and the Recombinant organisms that can be made to order. Also, Part 2 of the Other Artists of Jorune.

49 Pages



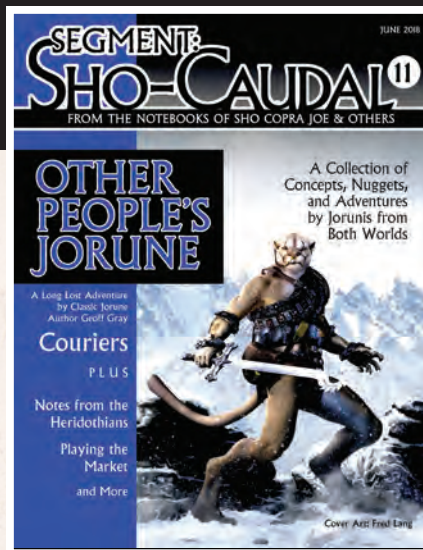
ISSUE 10

The Mystery of Red Gate

All the bits required to complete the adventure of the Red Gate, as started in earlier issues of Segment: Sho-Caudal, with the structure that includes the Mes Dig, the Kolo Disal, the Lattice, and the need for breather recos and a crew of powerful Corastin to overcome - what?

Also, the Roster of the Angels (The Seraphim Guard), plus the Blue Gate, an expanded nugget that appears in one of my previous fanzines.

19 Pages



ISSUE 11

Other People's Jorune

The unpublished module by Jorune legend Geoff Gray, "The Couriers." Also, notes from the Heridothians, a play-by-mail game based at Cambridge in the 1990s. Illustrations from Dominic Green, nuggets for adventures from other Jorunis around the world, and more. Beautiful cover by Joruni Fred Lang.

55 Pages

The Sampler

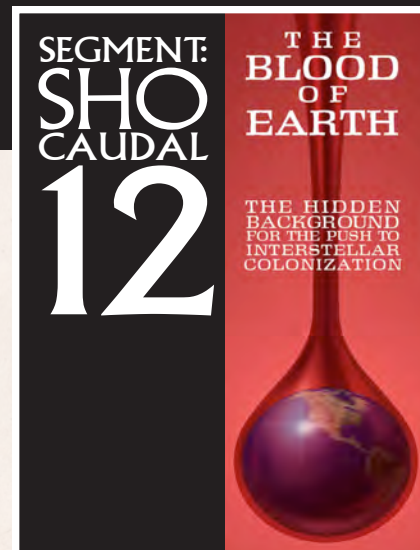
Not sure if you would like any of this stuff?

Download the free PDF Sampler with covers and select pages from the newsletter. It was informal so you may still catch some typos, but the ideas may inspire you to whole new channels for your live game sessions, whether Jorune or adapted into other settings.

The hope is you will find something to breathe fresh life into the setting you still find worth visiting thirty years after it was launched. Expanded material from my notebooks may open doors to allow you to see the world with new eyes. Or, at least to leave your world behind, again.

DOWNLOAD THE SAMPLERS

Sho Copra Joe
Raleigh, NC
May 2019



ISSUE 12

The Colonials

Who came to Jorune and Why. What were they seeking? What were they leaving? Humanity deals with a conscious desire to see the basic human seed planted among the stars in case the home world becomes lost by human action or natural disaster. Plus, your application to leave your world behind.

17 Pages